

**GOAT**  
**RISE**  
**OF THE**  
**KASAI™**

**INSTRUCTION**  
**MANUAL**



**READ BEFORE USING YOUR PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card (8MB) (PlayStation®2) slots.

**HANDLING YOUR PlayStation®2 FORMAT DISC:**

- ⌘ This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- ⌘ Do not bend it, crush it or submerge it in liquids.
- ⌘ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⌘ Be sure to take an occasional rest break during extended play.
- ⌘ Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**RISE OF THE KASAI™**  
**GAME HINT GUIDE INFORMATION**

**PlayStation Underground Game Guides**

For free hints and tips visit us at [www.us.playstation.com](http://www.us.playstation.com).

Sign up and become a member of the PlayStation Underground and access free hints, tips and cool moves for games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service/Technical Support Line.

**Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday-Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

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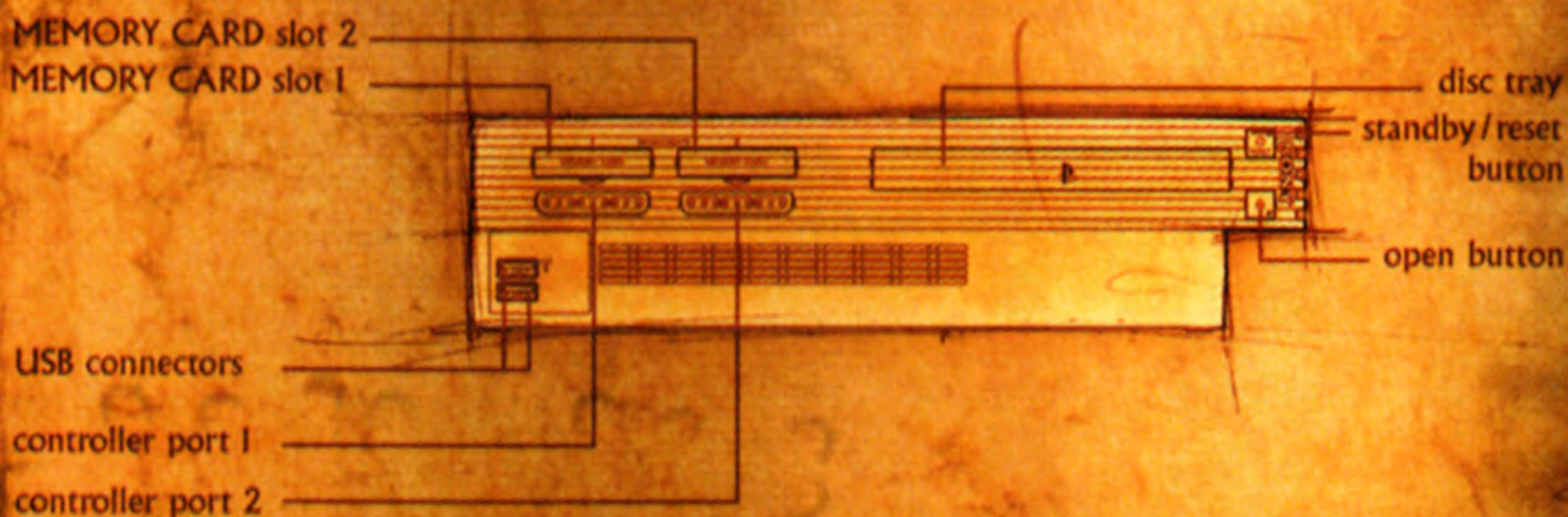
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# GETTING STARTED

PlayStation®2 computer entertainment system (slim):



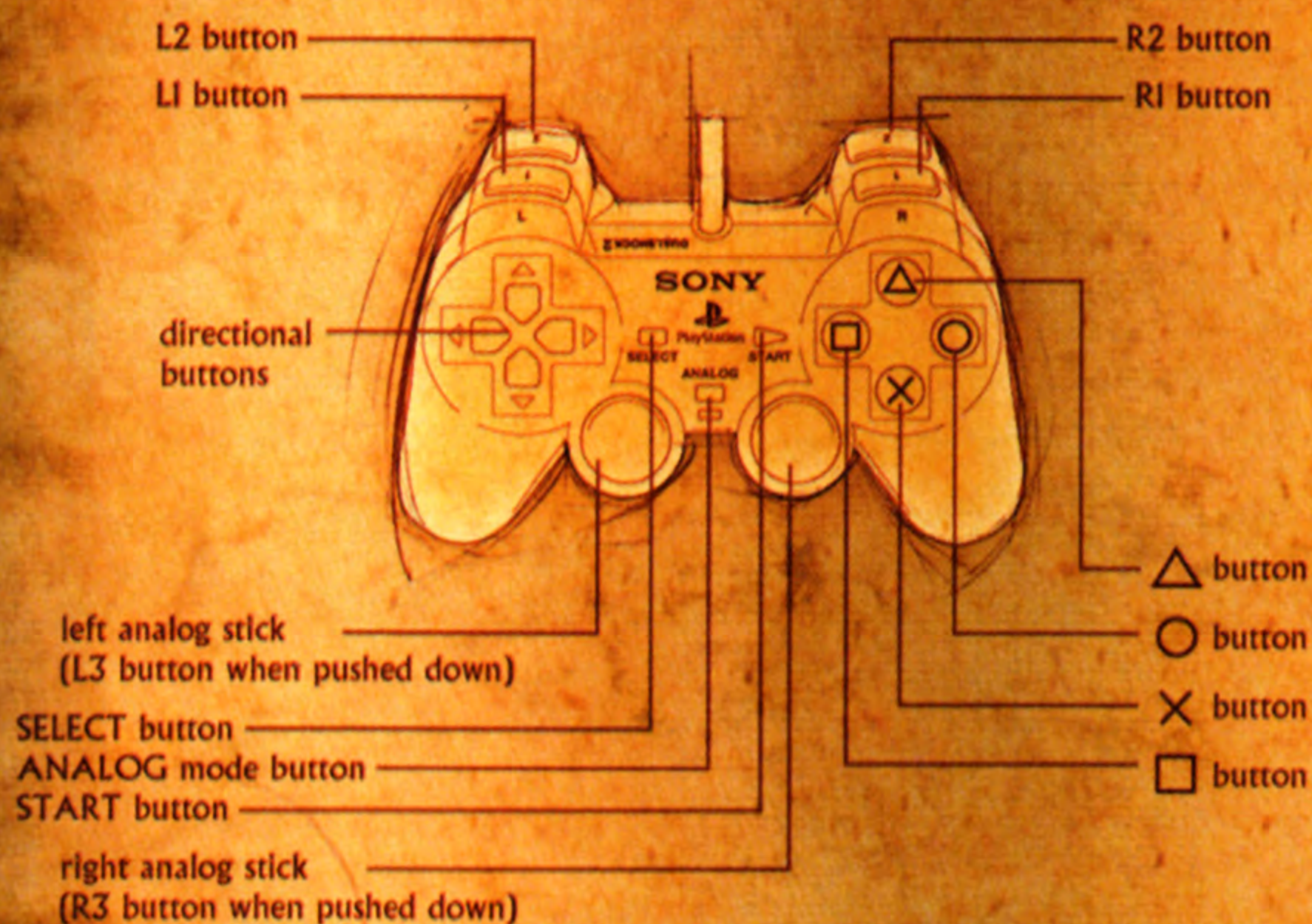
PlayStation®2 computer entertainment system (original):



## SETTING UP YOUR PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press [RESET]. When the [POWER ICON] indicator turns green, press [OPEN] and the disc tray will open. Place the Rise of the Kasai™ disc on the disc tray with the label side facing up. Press [OPEN] again and the disc tray will close. Attach a DUALSHOCK 2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# CONTROLLER DIAGRAM



## MEMORY CARD

### (SMB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card containing previously saved games.

## CONTROLS

### MENU CONTROLS

-  ..... Start/Pause Game
- directional button  ..... Highlight menu item
-  ..... Select menu item
-  ..... Previous screen

## TIPS & STRATEGIES:

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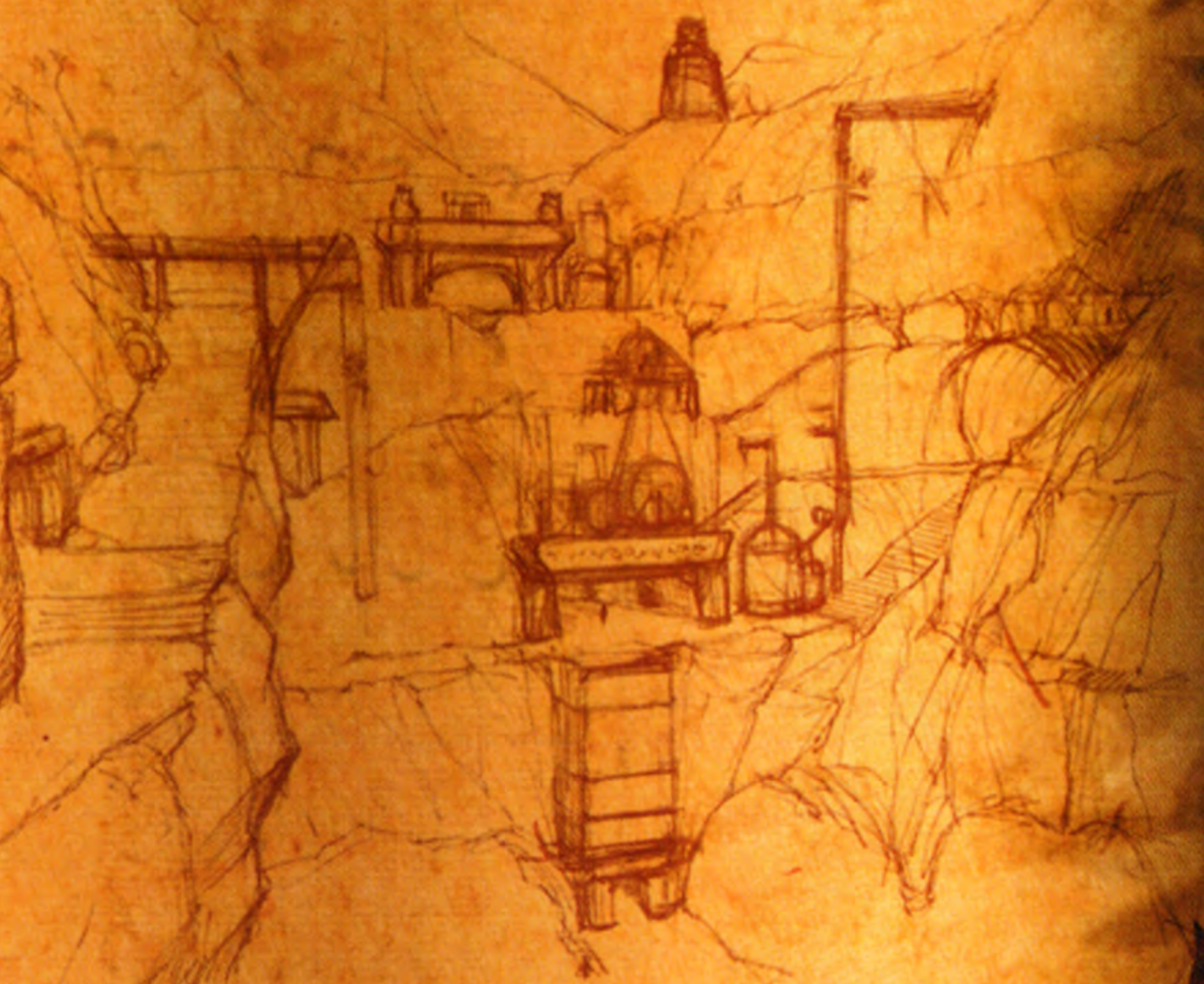
### FOCUS BEAM AND DEFENSE

Point or sweep the right analog stick in the direction of the enemies to assign attack buttons. Press the button that corresponds to the icon above the enemy to strike him, even if you are not facing him.

Hold **R1** to defend against a strike from any direction.

### QUICK CAMERA ADJUST

Press **L1** to return the camera view behind you at any time.



## GAME CONTROLS

Left analog stick ..... Walk/Run/Climb

Right analog stick ..... Point or sweep to  
assign Attack Icons

⊗ ..... Attack ⊗ Icon Enemy

⊠ ..... Attack ⊠ Icon Enemy

⊙ ..... Attack ⊙ Icon Enemy

⊗ ..... Ground Impale  
(When close to living unlocked enemy on ground)

R3 ..... Break Focus on Enemy

R1 ..... Defend / Arrow Shatter / Disarm Enemy  
(Disarms enemy when player unarmed)

R2 (hold) + left analog stick ..... Select Weapon  
or directional button

R2 (hold) + left analog stick or ..... Put Away Weapon  
directional button select Hand Icon (Stealth Mode)

R2 (tap) ..... Quick Weapon Sheathe / Equip

L2 ..... Kuzo / Spirit Mode  
(when beam of light is in view)

△ ..... Toggle to / from Kuzo / Spirit Vision/  
Trap is targeted in the 3rd person view

△ ..... (while Kuzo/Spirit is in flight to perch)

△ ..... Open Doors / Pull Switches / Access Shrines

L1 (tap) ..... Center Camera View

L1 (hold) ..... Camera View / First Person

L1 (hold) + left analog stick ..... Swing Camera View

SELECT ..... Access Map

⊗ ..... Enter Cameo View

△ ..... Exit Cameo View

# INTRODUCTION

For every evil, there is a greater good.

For every innocent, there is a protector.

For every legend, there is a hero.

## THE BOOK OF DUNDAO 2:27

“Gather ‘round all of you who would listen. I have a tale to tell... A story of warriors and kings; a saga of dark magic; a legend of high adventure. Long ago, a series of dark spells were created with the power to enslave our world. Evil magic with no purpose but that of destruction. But before these spells could be evoked, they were stolen and broken apart. Dark and powerful, these words were not easily destroyed and so were hidden about the world, branded onto the souls of innocents, cursing their minds for eternity.

Men are mortal and time can be the enemy of fear. All too soon we forget how the bee will sting and the fire will burn. As time passed, these families forgot what the marks were for; dismissing the ancient warnings about these words of power... they were merely stories — tales of from a long past time. But an evil sect, known only as the Kasai, knew nothing of time. And, with infinite patience, they waited... until their spells were discovered.

One group stood alone to battle this evil. Known only as the Rakus, they watched over and protected those marked with the spells. Their ranks were filled with the greatest and most honorable warriors who gave up everything for the cause of defending those marked. Many legends tell of the bravery of the Rakus and of their determined struggle with the Kasai. Like all stories, mine begins long ago. But unlike any other that I know of, it also begins with a hero’s death. I remember it all as if it were a dream. I, Kuzo, scout and chronicler to the great Rau Utu, flying over a white landscape through snow-filled skies; being drawn by a voice calling my name.”

### TIPS & STRATEGIES: BACKSTORY

*Seek out and locate the Story Altars to read from the Book of Dundao and learn more about the Kasai and their origins.*



# STARTING UP

## STARTING A NEW GAME

Press **START** at the Title Screen. At the Main Menu, select Levels and then choose your character. When asked if you would like to create a **Rise of the Kasai** save file, choose Yes and press **X**. **Rise of the Kasai** has slots for up to three different save files.

## SAVING A GAME

To save your game during play, approach a Save Altar. When asked if you would like to Save Your Progress, choose "Yes" and press **X** to confirm your selection.

## LOADING A SAVED GAME

When loading a saved game, you have a variety of options from which to choose, all of which can be accessed at the Main Menu. If you want to quickly resume your last saved game, select Last Saved Game. To select between multiple save files, choose Load Game. You can also load a previously played level by selecting the Levels option and then choosing the level you want to play.








### TIPS & STRATEGIES: SCOUTING AHEAD & BAUMUSU'S CHALLENGES




*When you approach a combat scenario, it is always best to scout ahead and take stock of the situation. Knowing what is ahead of you before you strike is an essential tool.*

*Enter the Pause Menu and select Level Challenge to view all Challenges.*




# MAIN MENU

Pressing  at the Title Screen will take you to the Main Menu. Use the directional button  or  to cycle through your choices and press the  button to confirm your selection. Press  to return to the Title Screen.




## LEVELS

The Levels option allows you to load a previously played level. To select an unlocked Level, highlight Levels with the directional button  or  and press  to confirm. Loading previously played levels allows you to complete extra Challenges, find hidden Tucus, and play as a different character.

## LAST SAVED GAME

Choosing Last Saved Game will give you the option of continuing your progress from your last save, as well as loading your current game data. To access the Last Saved Game option, highlight Last Saved Game with the directional button  or  and press  to confirm. Choosing Continue Game will allow you to jump to your last saved game, while choosing Load Game Data will load your current saved data.

## VISIT ARENAS

Battle Arenas are unlocked each time your character completes all of Level Challenges for each level. Once an Arena has been unlocked, you can then choose to enter it and try to complete further Challenges. To enter an Arena highlight your choice with the directional button  or  and press  to confirm. Once a character has been chosen, you will be presented with two modes:

**Time Attack:** Your chosen character must defeat a predetermined amount of enemies as quickly as possible.

**Body Count:** Your chosen character must defeat as many enemies as possible in a given amount of time.

## EXTRAS

The Extras option is where you can access a variety of extra goodies and secrets, which include Cheats, Movies and Outfits. Use the directional button ← or → to choose an Extra and press ⊗ to confirm. Good luck uncovering them all!

## DELETE GAME

Choosing Delete Game will allow you to delete any of your current save files. Once a save file has been deleted, that particular game data will be permanently lost. Use the directional button ← or → to select the save file you want to delete and press ⊗ to confirm.

## LOAD GAME

Choosing Load Game will allow you to load any of your current save files. Use the directional button ← or → to select the save file you want to load and press ⊗ to confirm.

## PLAYING THE GAME

In *Rise of the Kasai*, you will get the opportunity to play as the Rakus, the greatest and most honorable warriors who have given up everything for the cause of defending those with the Mark of Kri. Each of these characters has their own weapons and fighting style, and each is a fierce and deadly force to be reckoned with.

## MOVING AROUND

Press the left analog stick to move your chosen character. To climb a ladder or hoist your character up onto a ledge, walk up to it and he will/she will put away their weapon (if holding one) and begin climbing. Use the left analog stick ↑ or ↓ to move up and down a ladder.

## SPIRIT GUIDES

All of the Rakus have the ability to use their Spirit Guides to scout ahead, allowing them to get a glimpse of what lies in store around corners and past their normal fields of vision.

### KUZO

In the case of Rau and Baumusu, their Spirit Guide is Kuzo, a magical, ancient bird who has been a friend to Rau's family since before his birth.



### SOULS OF THE DEAD

In the case of Tati and Griz, their Spirit Guide is the souls of the fallen.

### SCOUTING DANGER

The Spirit Guides can fly and transport themselves ahead or into places that the Rakus cannot normally access. Each character can then view everything from their Spirit Guide's position. Scouting ahead will allow the Rakus to scope out the environment, search for potential dangers, learn the enemies' patrol patterns, as well as glean important information via icons above enemy heads. These icons, such as arrows, horns or armor will give you the information you need to devise attack strategies or figure out how to navigate seemingly impossible obstructions.

To send a Spirit Guide to a perch or into the body of the dead, locate the telltale beam of light and center your vision on it. Press **L2** to send the Spirit Guide ahead and it will fly or transport itself to the location. While in progress, the Spirit Guide can be accelerated to its destination by pressing **△**. It is also helpful to hold **L1** while looking around to spot a Spirit Guide location above. Then, while still holding **L1**, press **L2** to send the Spirit Guide.

Once a Spirit Guide has been sent to a beam of light, you can use the left analog stick or directional buttons to scan around its surroundings. To switch back and forth between the Spirit Guide and Raku views, press **△**.

You can also continue to send your Spirit Guide to another location if there is another beam of light in its field of vision. To do so, center the beam of light in your Spirit Guide's field of vision and press **L2**. The Spirit Guide will transport itself to the next location.

To summon the Spirit Guide back to your character, press **L2** when there is no beam of light in the center of either your character or Spirit Guide's vision.

## FIRST PERSON CAMERA

At any time during the game, you can freely look around the environments by pressing and holding down **L1** and using the left analog stick. When the button is released the camera will return to the original third person view. You can also center the camera behind your character at any time by tapping **L1**.

## END OF LEVEL

When your character has completed his or her objectives and has reached the end of the level, a ring of fire will appear. Walk into the ring of fire to end the level and move on to the next.

### TIPS & STRATEGIES: SPIRIT MODE

*While in Spirit Mode, use the left analog stick to look around. Fly to another scout position by centering one in your view and pressing **L2**, or toggle between normal view by pressing **△**. **△** can also be used during flight to hurry to the scout position.*

*A beam of light indicates your best path to travel for the journey ahead. It is also an advantageous scout position. When you see one, press **L2** to scout the danger ahead.*

# THE COMBAT SYSTEM

## FOCUS BEAM

Point or sweep the right analog stick in the direction of the enemy or enemies you wish to attack. Depending on the character you are playing, single or multiple beams of light will extend from them, and when they come in contact with an enemy, an Attack Icon will be assigned. Different weapons have different Focus Beams depending on their size and strength, allowing your character to tackle varying amounts of enemies simultaneously. To break Focus once an Attack Icon has been assigned, press down on **R3**.



## ATTACK ICONS

Sweep the right analog stick to Focus on enemies. The first locked enemy or enemies will always carry the **X** Attack Icon, followed by the **■** Attack Icon, then the **○** Attack Icon.

## MOVING IN COMBAT

Once you've Focused on an enemy, your chosen character will automatically face and center his motion on the first enemy locked. When your character faces a new locked enemy, his motion will be centered on the new enemy.

## HEALTH METER

The semi-circle that appears at your character, or the enemy's feet represents health and health capacity. You can judge the health of your character or the enemy by the color of the Health Meter. The Health Meter will change color as your character or enemy takes damage. Green = healthy and uninjured. Yellow = moderately damaged. Red = heavy damage and dangerously close to death. On your character the Health Meter only appears when he or she is injured, when holding down **R2**, or briefly after resuming the game from the Pause Menu. On an enemy, the Health Meter appears when your character scores a hit.

## BASIC ATTACK

### ATTACKING A SINGLE ENEMY

To attack one enemy, use the right analog stick to pass the Focus Beam over an enemy. When your character is Focused, an **X** Attack Icon will appear over the enemy's head. Once the **X** Attack Icon has been assigned, press the corresponding **X** to initiate attack.

### ATTACKING MULTIPLE ENEMIES

To attack multiple enemies you must have a weapon equipped. While holding a weapon, use the right analog stick to pass the Focus Beam over all enemies in range. The type of weapon your character has equipped will determine the maximum number of enemies that can be locked in Focus at one time. (for more information, see "Weapons" on page 18). Your character will vary his or her attack depending on the direction he or she is facing in relation to the enemy, as well as the distance. For example, if your character is facing enemy **X**, but you press the button that matches the enemy close behind, he or she will thrust their weapon backward to strike the enemy behind, but will continue to face the enemy **X**. If facing enemy **X**, but you press the button that matches the enemy far behind, your character will execute a more reaching attack and change his or her focus to the far behind enemy.

## DEFENDING ATTACKS

To block and defend enemy attacks from any direction, press and hold **R1**. If your character is unarmed, he or she will not have the ability to block or defend. To defend against archer attacks, press **R1** at the correct time and counter with the Arrow Shatter.

## DISARMING THE ENEMY

However, if your character is unarmed, even though he or she cannot block an enemy's attack, they can still disarm the enemy if executed correctly. To disarm an enemy, tap **R1** as the enemy attacks. Disarming an enemy not only takes away their weapon, it also allows your character to kill him with it. When done, surrounding enemies will become scared and back away, allowing you time to draw a weapon and gather your wits for the next attack. Abusing this method results in it becoming less effective over time.

## ATTACK COMBOS

**Rise of the Kasai** has a deep and robust combo system that allows you to perform a variety of attack combos with multiple presses of the Attack buttons (the **X**, **△** and **○**). When you have one or two enemies in Focus, the free button or buttons, called Modifiers, can be used to chain together attack combos. For example, if you have the **X** and **□** Attack Icons over Focused enemies, you can use **○** in a combo. If you have only one enemy assigned the **X** Attack Icon, you can use both **□** and **○** in your attack combo. Combos always begin by pressing the button of the enemy you are facing. If you want to execute an attack combo on an enemy your character is locked on to but not facing, first press the corresponding button that matches the enemy, and then quickly press that button again to begin your combo.

Timing your attack combos is the key to pulling them off correctly. Study the Moves List in the Pause Menu during play to see the various combinations available with the weapon in hand. The Moves List is dynamic, and will tell you the combos available at the specific moment you have paused to review them.





## INSTANT KILL COMBOS

Some combos result in an instant kill. When done correctly, surrounding enemies will become scared and back away. The more these combos are used, the better the enemies become at defending the instant kill attacks.

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### TIPS & STRATEGIES: MASTERING COMBOS

*To perform combos, select an enemy and press his corresponding attack button. Combo this attack with any of the available attack buttons. Try locking the next enemy and press  $\times$   $\square$   $\square$   $\square$  or  $\times$   $\circ$   $\circ$   $\circ$ , or visit the Pause Menu to review the Moves List.*

*To correctly do a combo, be sure to press your next attack button before the current attack ends. Your first attack is fast, so be sure to get to your next attack button quickly. Not all combo presses will be so fast, so study your attacks to time your combos.*



# STEALTH

## STEALTH ATTACKS

Your character can enter into Stealth Mode by sheathing his or her weapon (by tapping **R2**). When in Stealth Mode and as long as you are not seen, you can quietly sneak up and ambush enemies with your bare hands. Up to two victims can be stealth attacked at once and, to execute a Stealth Attack correctly, the enemies must not make eye or physical contact with your character as you move in for the kill.

### TO STEALTH ATTACK A SINGLE ENEMY

To Stealth Attack a single enemy, first sheathe your character's weapon by either tapping **R2** or holding down **R2** and using the left analog stick or directional buttons to select the Hand Icon your character's Weapon Inventory. Next, approach an enemy from behind and use the Focus Beam to lock on to him with the right analog stick. A flashing **X** Attack Icon will appear over the enemy. Move into range and the **X** Attack Icon will become solid. You can now press **X** to perform the Stealth Kill. If you are too close and in danger of bumping into an enemy, the **X** Attack Icon will flash rapidly as a warning.



### TO STEALTH ATTACK MULTIPLE ENEMIES

To perform a Stealth Attack with more than one enemy, begin as you would when executing a normal Stealth Attack. When in close for the kill, notice the corresponding Attack Icons flash in a sequence from left to right. Start with **X** then perform the next two

button presses as the first kill is taking place.





## WALL STEALTH

If an enemy is around a corner, you can catch him unaware for a Stealth Attack. With your weapons put away, walk in to the wall and your character will put his back against it. Shimmy along the wall toward the enemy unseen, Focus the enemy with the right analog stick, and when you are close enough and the  Attack Icon becomes solid, press  to perform the stealth attack.



## ROOF STEALTH

If an enemy is in range on a ledge or walkway below, it's possible to perform a Stealth Attack from above. With your weapons put away, position your character to the edge of a roof or ledge above an enemy. The camera will shift perspective to above your character, allowing you a better view of the enemy below. Use the right analog stick to Focus onto the enemy and, if you are in range, the  Attack Icon will turn solid, allowing you to perform a Stealth Attack by pressing .



### TIPS & STRATEGIES: STEALTH

*Disturbing a flock of birds will cause enemies to look in the direction of the distraction, blowing any opportunities for stealth kills.*

*When using a wall for stealth as Tati, remain still for a few moments. With concentration, you can cloud the minds of the living and seem to disappear.*

# WEAPONS

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Each warrior in the service of the Rakus has his or her own special set of weapons they carry. Each weapon varies in striking power, speed, and range of effectiveness, adding a strategic layer to **Rise of the Kasai's** combat system. Learning to select the right weapon for the task at hand is the key to survival.

## THE WEAPON INVENTORY

The weapons each Raku carries is stored in his or her Weapon Inventory. To open the Weapon Inventory, press and hold **R2** and it will appear in the top right corner of the screen. To change weapons, use the left analog stick or directional buttons while holding down **R2**.



To put away all weapons, either tap or hold down **R2** button and select the Hand Icon. Select the Hand Icon when you want to use Stealth or attack with your fists and attempt to disarm an enemy. You can also re-equip your last weapon by tapping **R2** a second time.

## RAU'S WEAPONS

### BROADSWORD

Fast and accurate, the sword allows 3 enemies to be locked at once. Though generally at a disadvantage for range and damage, the Broadsword has the most "instant kill" combos and is formidable in almost any situation.



## TAIAHA

Still quick to the punch, but a bit slower than the Broadsword, the Taiaha can target up to 6 enemies at once. The Taiaha can be used for longer range and more damaging attacks when compared to the Broadsword, but cannot match its speed. The Taiaha holds up best against other Taiaha or Axe-carrying enemies.

## BATTLE AXE

The Battle Axe is the slowest weapon in Rau's arsenal but is capable of targeting up to 9 enemies at once. Its range provides a great advantage when used with caution, and the damage is at its highest when reaching maximum velocity at the end of a combo.

## BOW

Firing far and true, this weapon is capable of taking out un-armored enemies in a single shot. It can also be used in combat, allowing for up to 3 enemies to be targeted at once.

## TATI'S WEAPONS

### BISHAQ

The Bishaq is quick and deadly, allowing for 3 enemies to be locked at once. Though generally at a disadvantage for range and damage, the Bishaq provides the greatest number of "instant kill" combos and is formidable in almost any situation.

### KAMI YHARI

A bit slower than the Bishaq, the Kami Yhari can target up to 6 enemies at once. The Kami Yhari can be used for long-range attacks, offering an advantage over swordplay, but cannot match the Bishaq's speed. The Kami Yhari is best utilized when up against Taiaha or Axe-carrying enemies.

### BUHJER

Tati's Buhjer is her slowest weapon, but what it lacks in attack speed it makes up in sheer power. Able to target up to 9 enemies at once, its range provides a great advantage when used with caution, and the damage it produces is at its highest when reaching maximum velocity at the end of a combo.

## PUFFERS

Multi functional, a Puffer can be placed on a surface, such that its deadly poisonous spores expand, ready to explode and kill those who pass by. Puffers can be placed on an enemy's back, making the enemy a "host" for the Puffer. When coming in to contact with others, the spores are released killing the host and surrounding enemies. Puffers can also be used in combat, allowing for up to 3 opponents to be targeted at once, but will only stun enemies on impact.



## BAUMUSU'S WEAPONS

### SWORD

Like Rau's Broadsword, Baumusu's Sword is fast and accurate, allowing for 3 enemies to be locked at once. While it's not the strongest weapon in Baumusu's inventory, the Sword is a strong weapon and is formidable in almost any situation.



### HUATAR

A solid mid-range weapon, the Huatar is slower than the sword, but can target up to 6 enemies at once. Providing excellent range, the Huatar is best used when fighting Taiaha or Axe-carrying enemies.



### NARGA

The Narga is the slowest weapon in Baumusu's pack, but is capable of targeting up to 9 enemies at once. The Narga provides excellent long range, but it also can leave its user open and susceptible to quick attacks from opponents.



## MAHEE'S

Like Rau's Bow and arrows, the Mahee's are excellent projectile weapons that will find their target with deadly accuracy. These limited range throwing spears are capable of taking out standard enemies in a single shot, but are useless against enemies wearing body armor. They can also be used in combat, allowing for up to 3 enemies to be targeted at once.



## GRIZ'S WEAPONS

### GOLLOK

Griz's Gollok is super fast and deadly, and can target up to 3 enemies to be locked at once. An all-around solid weapon, the Gollok's main disadvantage is its lack of range. However, what it lacks in range and power, it makes up for in speed and accuracy.



### ARBUR

The Arbur is slower than the Gollok, but is more powerful and can target up to 6 enemies at once. While wielding it against enemies carrying faster and smaller weapons is not recommended, it will hold its own against enemies using similar weaponry, such as spears and axes.



### BUSS DAKEN

A heavy mace, the Buss Daken has the slowest reaction time of Griz's weapons, but is capable of targeting up to 9 enemies at once and unleashing massive damage when it connects. It also provides a longer range than most of Griz's other weapons, and the damage is at its highest when reaching maximum velocity at the end of a combo.



### KUKKRIN

Kukkrin are razor sharp throwing blades that, when thrown with accuracy, can take out most enemies with a single shot. They can also be used in combat, allowing for up to 3 enemies to be targeted at once.




## PROJECTILE WEAPONS

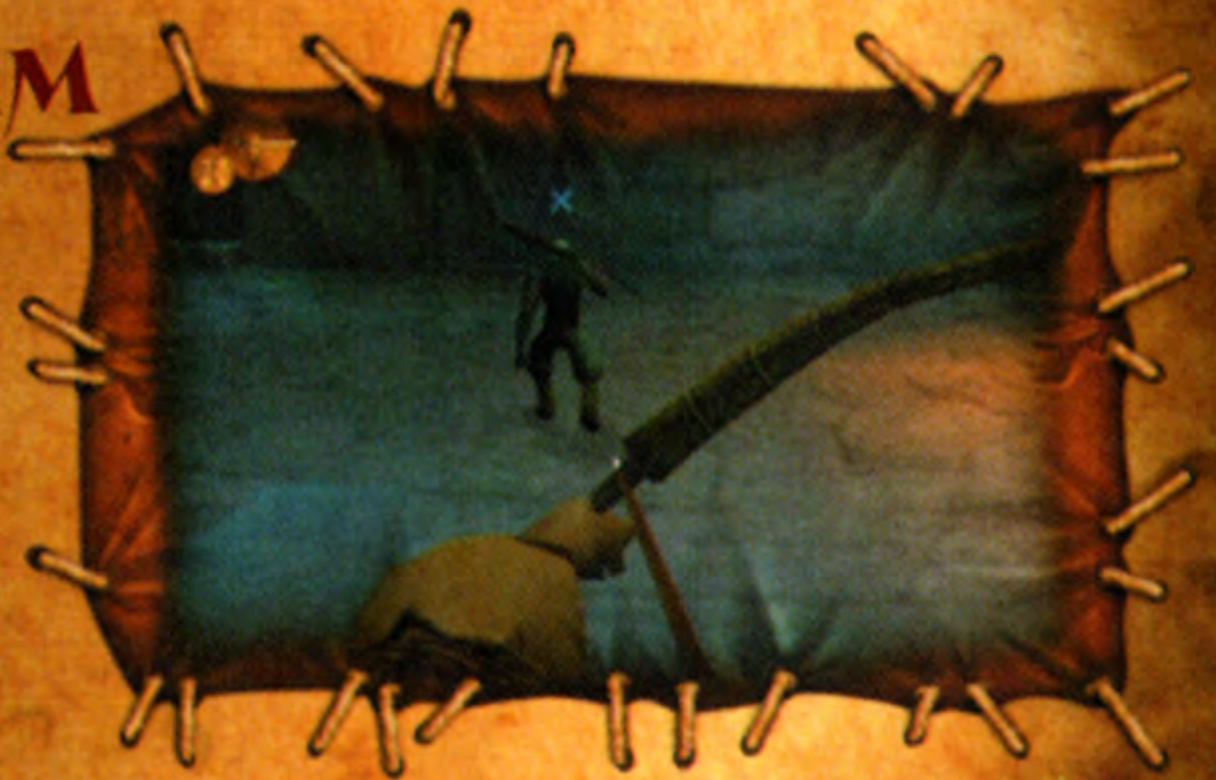
Projectile weapons, such as Bows, allows the Rakus to strike from great distances or get in some quick and devastating shots from close range.

### FOCUSED ATTACK


When using a projectile weapon, use the right analog stick to Focus on an enemy. When the Attack Icon appears over the enemy's head, press the corresponding button to launch the projectile. Enemies attacked in this way may take several projectiles to defeat.

### MANUAL AIM

To manually aim a projectile weapon for a body shot, press and hold **L1**, then use the left analog stick or directional buttons to center the enemy in your view. Unless the enemy is too close, auto targeting will snap to the enemy and assign him a flashing  Attack Icon. When the flashing  Attack Icon appears over the intended target's head, press  to launch the projectile.



### INSTANT KILL

To fire at the head of an enemy and drop him in one shot, carefully adjust your manual aim until the flashing  Attack Icon turns solid and then launch the projectile.





### TIPS & STRATEGIES: WEAPONS HANDLING

*Sharp weapons will bounce off of solid objects, such as stone walls, but will stick in wood, temporarily leaving your character defenseless as he or she attempts to pull it free. It is best to avoid fighting close to trees and other wooden objects.*

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### ALLIES


During the adventure, an ally who will act and think for him or herself will accompany your character. Allies will attack enemies at will, use stealth when necessary, and even help you out in battle. It's not necessary to stay at your ally's side during your quest and many times you will need to strike out on your own and take a separate path to fulfill a goal or reach an objective. You can select the character you want to play before starting the game and it's possible to go back and replay levels once they have been played through and unlocked as the second character.

### TIPS & STRATEGIES: USING REMOTE VIEW

*Press **X** in the Map Screen to transfer your view so that you can see what your ally is doing. Press **△** to return.*



## THE MAP SCREEN

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Pressing  during play will pull up the Map Screen. An essential tool for survival, the Map Screen gives you a basic overview of the environment in which you are currently playing, helping you to plot a course to your ultimate objective. The blue dot represents your character's current position and the yellow dot represents your ally's.



## REMOTE VIEW

In addition to help you get your bearings, the Map screen allows you to Remote View your ally. Press  when in the Map Screen to transfer your view so that you can see what your ally is doing. Press  to return. Your character will be susceptible to attack while in Remote View.

### TIPS & STRATEGIES: ENVIRONMENTAL ADVANTAGE

*There are items in the world that you can use to your advantage. They will always have the  icon above them. Sometimes these items must be selected with your Focus Beam to be discovered.*

## THE RAKUS

This band of fierce and secretive warriors has been charged with watching over and protecting those marked with the spells of Kri. Their ranks have been filled with the greatest and most honorable fighters who gave up everything for the cause of defending those marked.

Many legends tell of the bravery of the Rakus and of their determined struggle with the Kasai.

## RAU

Rau is a large and intimidating warrior of great skill and strength. From an early age, Rau was trained in the ways of the Rakus by his adopted father and noble warrior, Baumusu. Rau proved to be a quick study of the art of combat and found the noble lives of the Rakus to suit him well. Such training and attitude lead Rau into a grand adventure in which he learned of his true lineage and ultimately rescued a key element in the fate of his world — his sister Tati. Ten years have passed since and something has gone very wrong. Rau is dead. In order to determine what has went wrong, the Gods have intervened by sending Rau's Spirit Guide, Kuzo, back in time to relive key moments in history.

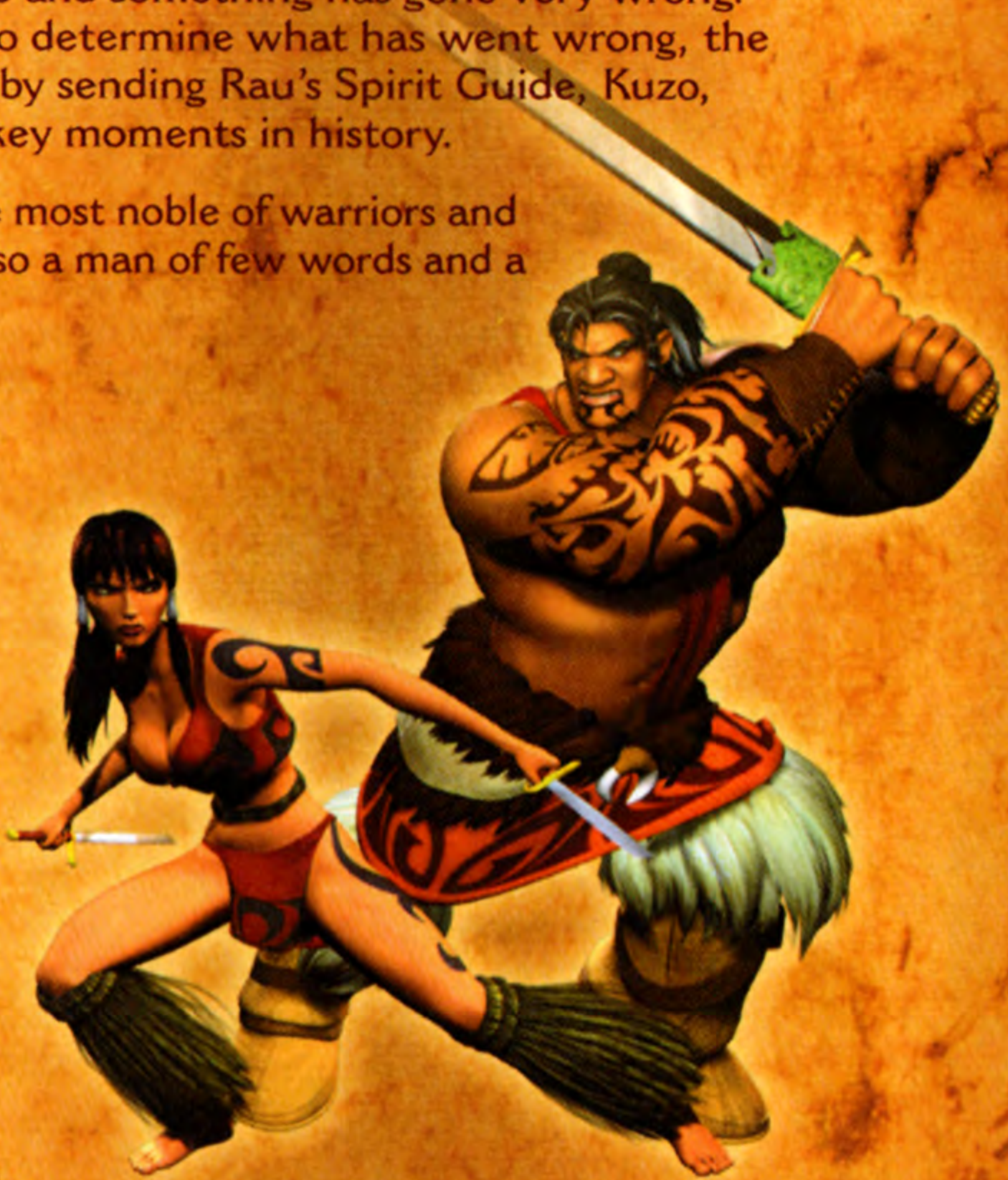
**Personality:** Rau is the most noble of warriors and fierce in battle. He is also a man of few words and a master of stealth.

## TATI

Tati is a very troubled and conflicted young woman and kid sister to Rau. Having seen most of the people she knew and loved slaughtered at an early age, then being taken captive by the evil Kasai and used as a "battery" to bring the dead back to life, Tati finds herself in a rather volatile and rebellious state. Adding fuel to the fire, she is skilled in the art of combat and runs with a bad crowd. Bearing a large chip on her shoulder, Tati is keen to take revenge against those who harmed her — against a world that would mark her with a curse. She also finds herself constantly rebelling against the noble ways of her brother, against becoming a guardian night of the Rakus, and against the very order that ultimately saved her from death time and time again.

**Personality:** Tati fights dirty and lives hard. She endures a constant struggle between the side effects from her dark curse and the noble ways of the Rakus.

Because of this, much tension exists between Tati and her noble Rakus brother, Rau.



## GRIZ

The eldest and most revered of the known living Rakus, Griz fights alongside his young apprentice Baumusu against the evils of the Kasai. Unbeknownst to many, Griz also bears a cursed mark, much like Tati's, giving him and Tati a special bond. Aside from being good counsel for Tati, Griz has taught her the combat trade of the Rakus.

**Personality:** An elder, battle-hardened, fierce warrior. Griz is very calm, almost Zen master-like in his habits and speech, even in the heat of combat.

## BAUMUSU

Adopted father of Rau and Tati, he is also Rau's master and mentor. Baumusu is a noble warrior and one of the last of the Rakus. As Rau's mentor, Baumusu often gives his prodigy challenges, which, upon completion, result in great rewards.

**Personality:** Deep voiced bear of a man. Baumusu is straightforward and fears nothing. He enjoys a good battle.

## THE KASAI

This evil sect known only as the Kasai has patiently sat in wait, hidden in the darkest nightmares of those unfortunate enough to be marked. Their evil magic was created with no purpose but that of destruction. But, before these spells could be evoked, they were stolen and broken apart. Dark and powerful, these words were not easily destroyed and so were hidden about the world, branded onto the souls of innocents cursing their minds for eternity until the Kasai could rise once again. Their devoted legions are many, and they will stop at nothing to collect the dark spells that have been strewn about the world.

## ARMORED ENEMIES

Many enemies wear body armor to give them added protection. Before a Raku can defeat them, he or she must first hack away at the armor to remove it. Armored

enemies are also impervious to attacks using projectile weapons, such as a Bow.



## ARCHERS

Beware of enemies equipped with Bow and arrows, as they are skilled in the art of archery and can be deadly accurate with their shots. Excellent at long-distance aiming, it's best to take them out from afar with your own projectile weapon or use a short wall to provide necessary cover.



## HORN BLOWERS

Horn Blowers are the first line of defense for the Kasai and should be dealt with quickly and, if at all possible, silently. If a Horn Blower spots an intruder, he will blow his horn to call on his comrades who will then enter the battle. Many of these lookouts will also be posted outside enemy hits and barracks (marked by the sign of the Kasai). Look for the glowing glint of their horns or the horn symbol above their heads when in Spirit Mode.



## ENFORCERS

When in battle, some enemies will chose to stand on the sidelines and not immediately rush into battle. These strong and fierce enemies, known as enforcers, prefer to watch the proceedings and only challenge their opponent once all other enemies have been dispatched.

### TIPS AND STRATEGIES: DISARMING & ENEMY STATUS

*Enemies will be tougher to disarm the more times the disarm is used. Use your disarm ability wisely.*

*Watch out for enemies holding horns — they are guarding the area and will alert enemies to your presence. Horn carrying enemies are easily identified when assessing the situation from a scout point.*

# ITEMS AND OBJECTS

## HEALTH ICONS

These red-colored Icons can replenish your character's current Health Meter by 25, 50 or even 100%.



## RUNE OF POWER

These white-colored Runes will increase your character's maximum health capacity each time one is collected. Up to four Runes can be collected per sublevel, but are only effective within the sublevel in which they are discovered.



## SAVE ALTAR

In order to save your progress during your adventure, you will need to access these Save Altars. Save Altars can be found placed in key locations throughout the environment. To use a Save Altar, just approach it and press **△** when asked if you would like to save your progress.



## PROJECTILES

These green-colored Icons will add additional projectiles for your character's projectile weapon.



## TUKUS

These cleverly hidden Scrolls can be collected to unlock extra weapons. Each level has a predetermined amount that must be found.





## STORY ALTAR

Locate these Story Altars and read from the Book of Dundao to obtain more information about the Rise of the Kasai.

### TIPS & STRATEGIES: KNOWING THE ENEMY

*Be on the lookout for enemies with horns or archers — they are both a greater threat to you and your partner than regular men at arms. If you see them, think carefully about how you should best approach the situation.*

*If you see an archer, be careful. They can kill you but you may not always be able to kill them, as their armor will protect them from arrows.*

## THE PAUSE MENU

Pressing **START** during play will open the Pause Menu. Once the Pause Menu has been opened, use the left analog stick or directional buttons to highlight an option. Press **X** to select the highlighted option or accept your changes and press **START** or **△** to exit the Pause Menu and return to gameplay.



### RESUME PLAY

Return to play.

### RESTART SECTION

Restart Section will return you to the beginning of the current sublevel.

### OPTIONS

#### CAMERA CONTROL

Choose between the camera styles below for combat sequences.

**Cinematic** — The camera will move about the fight for maximum impact.

**Camera Shake** — This turns on or off the camera shake that occurs when an enemy strikes your character.

**Invert Vertical** — This inverts the vertical camera. The default is set to “Off.”

#### SOUND

Press the left analog stick or **←** and **→** to change the volume of sound effects and music, or set the sound to MONO or STEREO.





## GAMEPLAY

**Vibration** — Turn on and off the Vibration function. The default setting is “on.”

**Always Show Health** — Choose “on” to always have your character’s Health Meter displayed during play. The default setting is “off.”

**Show Hint Messages** — This turns on or off the hints that appear during play. The default setting is “on.”

**Subtitles** — Turn subtitles on or off for the game’s cut scenes. The default setting is “off.”

**Friendly Damage** — This turns on or off friendly damage that your character may accidentally incur or dole out against your ally. The default setting is “off.”

## CONTROLLER

This option displays the controller layout.

## MOVES LIST

The Moves List is dynamic and will tell you the specific button combinations available based on the number of enemies locked when the Move List was called up. Notice that there are no combos available when your character has the Bow equipped and only one combo when unarmed.



## UNDERSTANDING THE COMBO TREE

On the Combo Tree Explanations at the top of the Moves List, highlight one and press the left analog stick or ← to gain full understanding of its relation to the Combo Tree and to better understand combos.



## KNOWING WHAT BUTTONS TO PRESS

Below the Combo Tree Explanations, you will see the number of enemies locked, the enemy your character is currently facing, and the combos available at the specific moment you have paused to review the Moves List. Notice that the first button press of any combo begins with the button of the enemy your character is facing and that the relation to the Combo Tree is the same. Toggle down to a specific combo name. The Combo Tree to the left shows the progression of button commands while the corresponding actual button presses are shown to the right, illustrating how to perform a specific combo in your specific situation.

## LEVEL CHALLENGE

Each level contains Challenges that your character must meet in order to gain great rewards. Each Challenge typically involves performing a list of specific tasks or combat techniques, many of which can be learned through practice. When a Level Challenge is accomplished, a notice will flash on-screen and the Challenge will be checked off the list. When all Challenges in a specific level are completed, your reward will be unlocked in the Extras section from the Main Menu.

## RECALL HINTS

The Recall Hints feature allows you to view previously given gameplay hints. Press  to move back to the previous hint, and  to move forward through the hints. If you turned off the hint messages, missed messages will still be found here.

## EXIT LEVEL

Choosing Exit Level quits your current game and returns you to the Main Menu.

### TIPS & STRATEGIES: HEALTH BAR

*The Health Bar appears at your feet when taking damage. The bar starts at green and becomes red when closer to death. Press **R2**, or enter and exit the Pause Menu to check your health. You can also set the health to "Always Show Health" in the pause menu.*



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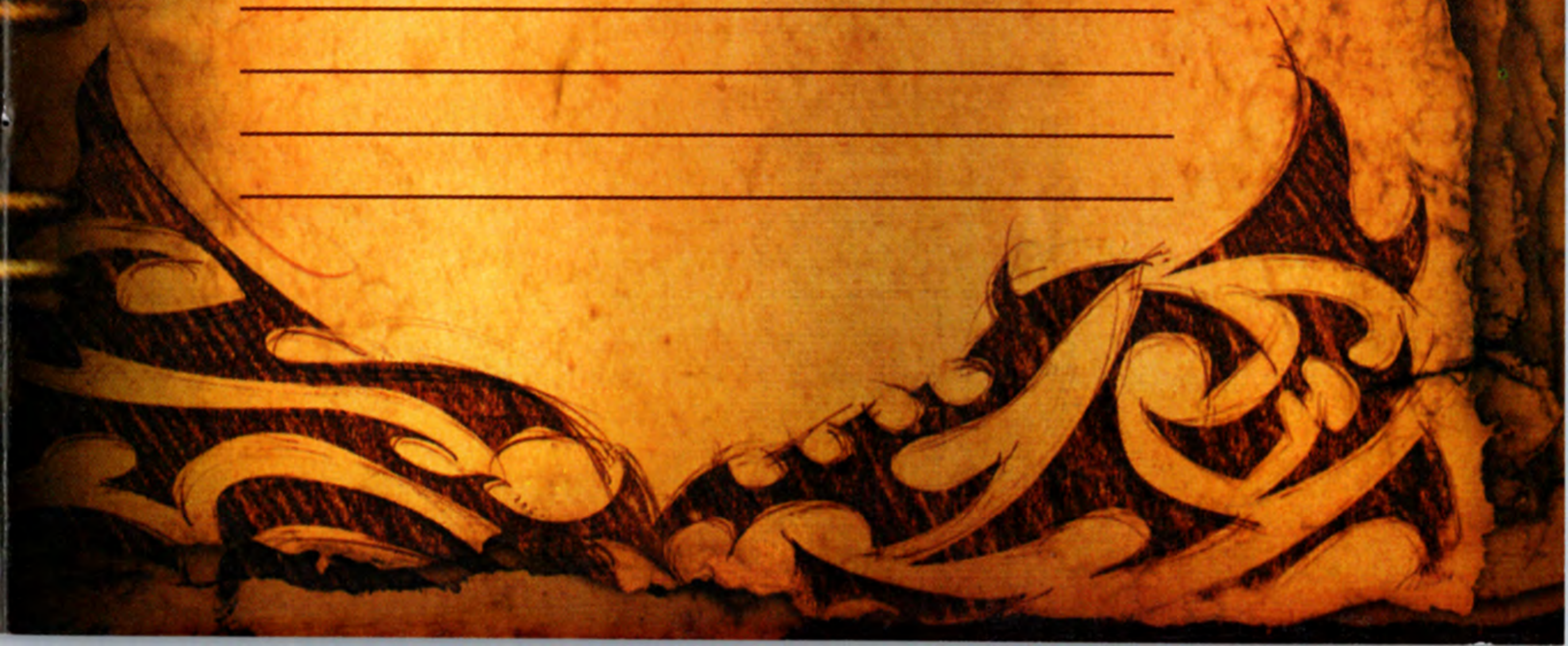
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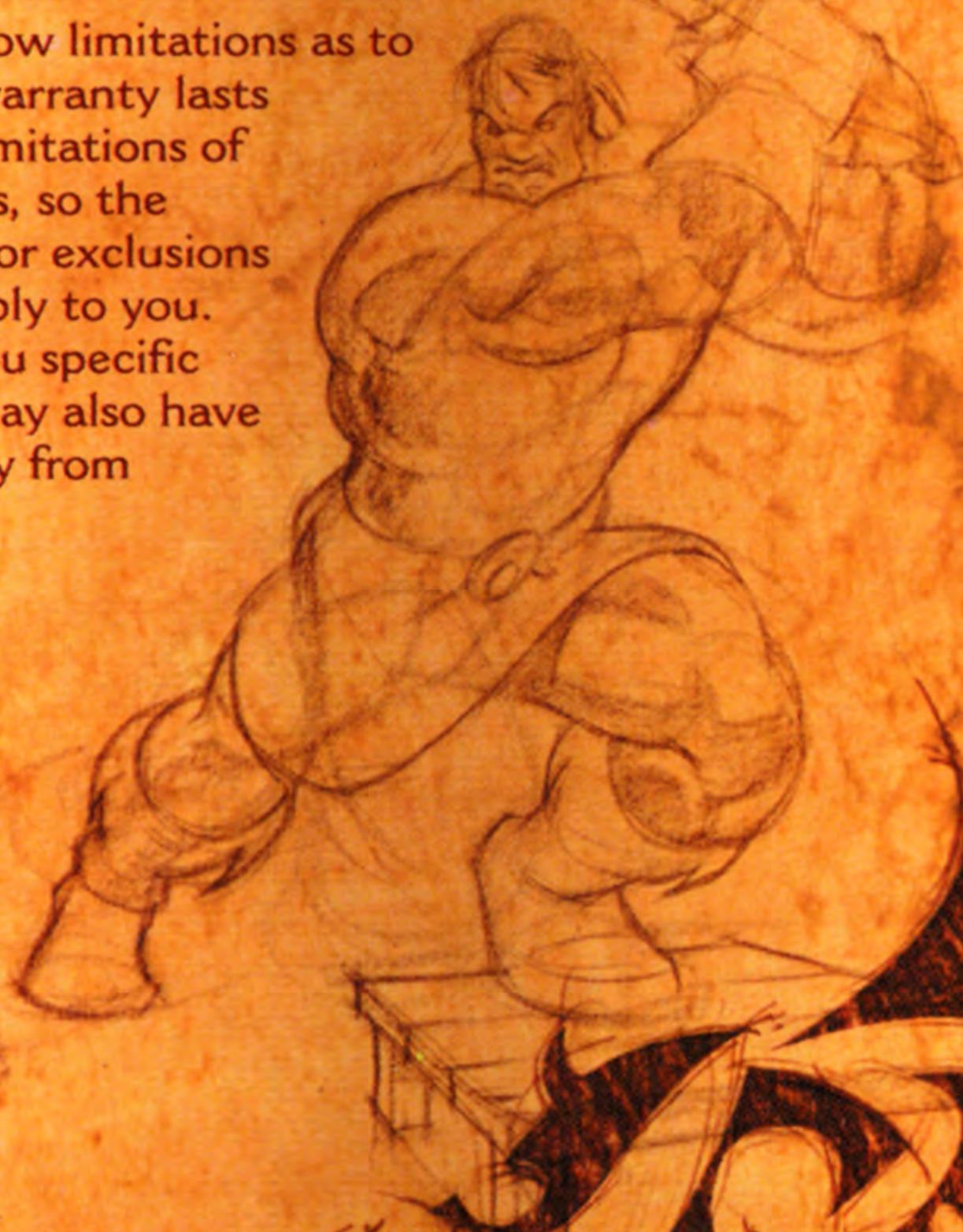
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